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From industrial-kraft wiki this page is very much work in action, please stand by. -Mindhack (discussion) Introduction This tutorial will give you an in-depth look at the industrial industries 2 agricultural products, cross-breeding of plants, and an extensive agricultural system. Before you begin, you'll find all the things you normally need for a farm: a flat area of land, ho, water, and some seeds. First products, we make some products. The crop block allows for the seeds to be placed inside to grow, or another crop block can be placed on it to cross-breed 2 adjacent plants. Herz herz recipe is a destructive and invasive plant that grows in open crop blocks. When herbs are fully mature, they can spread to other crop blocks, removing other plants. There are now 2 ways to deal with herz: Teruel herz A teruel herz can be used to remove herds from a product block without having to break the product. Herz will decrease, and can be used to build Bio Chaff. The former Herz former herd recipe prevents herds from growing in open product blocks. However, Weed-EX hit the product inside the product block it was used in 10 caps. Grin powdered ex fertilizer recipe is used to accelerate plant growth. Bone meals can also be used on the product to accelerate growth, but are not nearly as effective. Vanilla wheat grain can be used on wheat to have the same bone meal effect. The recipe is looking for more about fertilizer here the seeds and seeds of the Cropnalyzer Cropnalyzer bag used to analyze the seed bag. The cross-breeding recipe carried two empty crop blocks with a cross-breeding crop between them breeding crosses by placing a second crop block on an empty crop block between the two crops. Crossbreeding coffee beans are done in three steps: Crossbreed two straws into a crossbreed straw stick make two straw sticks to swallow crossbreed two digues into the coffee beans note: the digue requires a block of iron ore underneath it to fully mature. Look for more about coffee and its effects here is the tops of one of the more difficult products to breed. They can be cross-bred using this compound: Nether Wart x Nether Wart x Stickreed Stickreed Stickreed Crop-Matron product Matron automatically fertilizes, hydrates, and sprays EX herds on products in a 9x9 area (with a matron product in the center). Harvester product recipe when you have enough of a plant that you want to start farming it breeds, you can build harvester product. Harvesting is just what the name suggests, it harvests products in the 11x11x3 harvest area, and brings them out to the first adjacent inventory available. Recipe products are the result of planting an item on the crop block. The in-game crop is shown as four wooden stilts that can only be placed on the claw soil. You can plant wheat, watermelon, pumpkin, reed, yellow flowers, and roses on crop blocks. Plants in a crop block cannot be instantly grown with And instead just speed up the process. Fertilizer can be used for better effect than this. The seeds have also been proven to have the same impact as bone food in wheat crops when a plant is fully grown it can be right-clicked to be harvested without removing the plant. Left clicking on the plant will break it down and if fully grown, have a chance to drop the seed bag. If there is no plant in the crop block, the herbs will grow, which will spread to adjacent plants and kill them. If an empty crop block is right-clicked while holding another crop block, it will become a crossbreeder, which cannot be planted in. If there are at least two adjacent cross-breeding plants, it will combine their traits to build a hybrid plant. If wen is a problem you don't want to deal with, then you can spray your product blocks with EX herds to prevent them from appearing. Be careful, however, putting too much of the former herz could make your products less efficient than they were for some help while you were out of the mine, the matron product can be used to watch over your products as they grow. For more in-depth information about the agricultural system, there is a section dedicated to it in IC2 forums: Agricultural Engineering see the editing recipe: Crafting guide to editing comments share training products. Educational products include information about the Ministry of Defense Crafts. This tutorial covers almost any, if not any part of industrial crafts 2's agriculture. Before you start [editing | edit the source] the first thing you want to do is choose your farm location. There are two things you want to keep in mind when doing so, as it will have a significant impact on your plants. First, and perhaps most importantly, is the height at which your farm is located. It is better to grow as close to the top of the world as you can, as the higher you go, the better the air quality will be. The worst thing you can do is try to grow plants in bedrock. The next thing to remember is the biome where you grow your plants. This will affect the foundations of your farmland. The best biome for base hydration is the biome swamp, followed by forests, forests, and plains. It is severely disadvantaged to grow in any other biome as it will go through many more resources in the long run. Air quality and hydration play an important role in the growth cycle and will be covered in more detail below. Materials [Editing | Editing Source] The most essential things you need are the basics: hoe to claw farmland. Aside from these things, having the following not only make things much easier, they also save you time. Hydration cells - These are used to hydrate farmland and accelerate growth, however they are not replaced by a nearby water source. Technically, with this you need to grow products in a recommended biome, however you make Go through this faster, as more products need hydration Keeping plants from dying due to nutritional value is too low to support the statistics of plants you are growing. To hydrate farmland simply select a hydration cell in your hotbar and right-click on the crop, whether it's empty or a plant in it. Fertilizer - This increases the nutritional value of your growing farmland. Bone deer have the same effect, but to a lesser degree. Instead of products growing instantly, it will have a accelerating effect on growth. To fertilize farmland simply choose fertilizer in your hotbar and right-click on the crop, whether it's empty or a plant in it. Former Herz - This may prove to be a valuable asset while cross-breeding, as it prevents herds from growing or advancing to other products. It is, however, a double-edged sword as it slowly hit its plants over time to kill. To apply the former weed simply right-click with it on the product, whether it's empty or a plant in it. Crop-Matron - This device will automatically destroy hydration cells, fertilizers, and former herds if needed, if provided. The area has the same effect as a block of water (4 blocks on each side). It doesn't have to be at the same level as the products, but at the farthest it should be a higher block or a lower block. This device runs on low voltage. Cropnalyzer - This machine manually scans the seed bag you sometimes get from destroying plants. It takes up to 4 scans to get all the information you can about the seeds. It uses an incredible amount of power (a full RE battery per grain bag), so it is recommended to use something with more EU storage such as LapPacks or Crystal Energy, keeping at least one on the charging bench or MFE/MFSU. Another cropnalyzer function is scanning a plant that is in a product. If the plant had grown using a scanned seed bag, the name of the plant, and possibly its statistics (if scanned 4 times) would be displayed. What and How to Plant[edit | edit source] Since we don't yet have any of the IC2 exclusive plants yet, we must first choose from the following Vanilla Committee plants: Now that the materials are prepared, it is finally time to plant. The first thing we need to do is put crops on clawed farmland, because that's what supports plants in the IC2. At this point you can decide whether or not to add hydration, fertilizer, and former herds. To plant, simply select the plant and right-click on an empty crop. In some situations, it may be a plant that will be covered later. There are two common methods and patterns that are used, each of which has advantages and

disadvantages. Keeping your crop levels with the ground makes it easier to collect harvests, however it also makes them much more susceptible to trampling. On the left is a 2x2 layout that allows for the easiest set of impressions, with this It takes up more space, as it requires a water source to the side. On-the- The 3x3 layout that keeps the water supply in the center is out of the way, however harvesting tends to fall into the water. This can be treated using either an Obsidian tube or a black hole band, however. 2x2 and 3x3 level cross breeding patterns with land. Keeping your products raised blocks makes it more difficult to collect harvests, however it is also less susceptible to trampling. Cross breeding patterns of 2x2 and 3x3 raised 1 block. Harvesting [editing | editing source] plants can be harvested in two ways. Left-clicking will destroy the plant but may also provide seed bags, while right-clicking the plant harvests and resets its growth without providing the seed bag. The statistics have an impact on withdrawals, which will be covered in later details. Each plant has at least 3 growth stages. Some, such as wheat or red wheat, have as many as 7 people. Weed growth stages wheat wheat growth stages pumpkin growth stages pumpkin growth stages. Melon melon growth stages. Reed Reid's growth stages are the first of three early growth stages. After that, they are dandelion, rose, blackthorne, tulip, siasinette and venomia. Dandelion, Rose, Blackthorne, Tulip, Siasinette, and Venomlia. Cocoa Cocoa Growth Stages Sticky Sticky Growth Stages Hop Hop Growth Stages Nether Wart Nether Heather Growth Stages Terra Wart Terra Devotion Growth Stages Plunging Growth Stages Redwheat Redwheat Growth Stages Coffee Coffee Growth Stages Aurelia Aurelia Mutual Breeding Stages [Editing | Editing Source] When your plants are fully grown, or are in their second to last growth stages, you can start cross-breeding. To achieve this, put a crop between two plants twice. It's a cross breeder, or double crop make up. If any weeds germinate, hit them, and replace the second crop. What you get from cross breeding is heavily dependent on a few things. There is about a 90% chance that the resulting plant will be one of the parent plants, with the other 10% a completely different plant. There are ways to impress the possibility of getting specific plants like Tier, keywords, and light levels. Tiers[edit | edit source] Tiers range from 1-8. To find rows of a plant, you must scan a bag of seeds with Cropnalyzer twice. When breeding cross, the cross breeder will look at the row of the plant, and penalyze the result of the plant may be if the row is higher or lower by more than one, increasing each row difference. Keywords[editing | edit source] Keywords feature a plant and can be found by scanning the seed bag for the third time. Cross-breeder rewards the result the plant may make for any common keyword. Light levels[editing | editing source] There are some plants that require a certain light surface in order to grow. This includes when breeding reciprocally for them. Flowers, hops, and wheat require light levels of at least 9 or 10, while some need light on There is a plant, however, that cannot grow on any light surface other than between 5-10, and it is Redwheat. Special conditions for growth[editing | edit source] Some plants have special conditions for reaching full maturity, or growing at all. Flowers [editing | editing source] flowers require light levels of at least 9 or 10, as well as high air quality. Flowers include dandelions, roses, blackthorne, syazinet, tulips, and Venomia. Dandelions and roses can be planted directly, but require 4 of the one you wish to plant. Cocoa [Editing Source] Cocoa has a unique need that it should have higher than the average nutritional value in order to grow to begin with, regardless of statistics. This can either be achieved by having 4 blocks of soil under agricultural land, which gives 30% fertilization bonus, or using bone cob, fertilizer and/or hydration cells. Hops and Wheat[edit | edit source] Hops and Wheat require light levels of at least 9 or 10, and high Air Quality. Ferru[Editing Source] Ferru requires an iron ore block placed under agricultural land (one of the first two blocks) to fully mature. An iron block will not work as an alternative. In the first 3 stages of its growth, Ferru is identical to Aurelia and coffee, so special care is needed for this plant when breeding mutually. It is recommended that both iron ore and gold ore be achieved directly under agricultural land to ensure full maturity as soon as possible. Aurelia[Edit | Edit Source] Aurelia requires a gold ore block placed under agricultural land (one of the first two blocks) to fully mature. A gold block will not work as an alternative. Aurelia is identical to coffee and ferru in the first three stages of its growth, so special care is needed for this plant when breeding mutually. It is recommended that both ore and iron ore be achieved directly under agricultural land to ensure full maturity as soon as possible. Redwheat[edit | edit source] Redwheat requires light levels between 5-10. As mobs spawn at light levels of 7 and darker, it is recommended to floor out non-solid blocks or transparent blocks, as the mobs do not spawn on them. This can easily be achieved using micro blocks. The value of nutrition[editing] is unclear what the nutrition value formula is, however it is a combination of air quality, hydration and fertilization. If anywhere your plants either refuse the plant, or mysteriously disappear, even when the light level is appropriate, then it is because the nutritional value of the crop is too low to support the plant. With plants with higher statistics, higher nutritional value is needed to support it. This is only a concern while growing. Air quality[editing | source edit] If each block is higher than the plant, air quality will suffer greatly, however plants will still grow as long as the nutritional value is high enough. To reduce air impact It takes in case you need to grow in the dark, the roof of the room 8 or 9 blocks above the plant. Another thing that affects air quality is the touch block of crops. This includes other products as well, though the penalty is negligible. Air quality affects most flowers, which require high air quality. For other products, high air quality is more just speeding up product growth. Fertilization [editing | editing source] When at all you may have 4 blocks of soil directly under agricultural land as this provides rewards for conception. The only exceptions should be plants that require certain blocks to mature (check for special growth conditions). Hydration[Editing Source] always try to grow in either swamp or forest biome, as this is the best base hydration. Statistics [editing | editing source] statistics, otherwise known as GGR value, can be found by scanning the seed bag 4 times with Cropnalyzer. Three growth, interest, and resistance statistics, and the current maximum for each stat is 31. Each stat has an effect on plant growth or harvest yield. Growth[edit | edit source] The Growth Stat determines not only how fast your plants grow, but also how often weeds grow to nearby Crops. At a growth level of 24-31, the plant will start treating like herbs, spreading to nearby crops, even if the product is not empty. The recommended cap for this Stat is 21, to prevent plants with growth of 24 or higher. Gain[edit | edit source] The Gain Stat determines the potential value of the withdrawal. With high interest stat, however, the chances of harvesting the seed bag are lower. Resisting [editing | editing source] with high resistance Stat comes more resilience when faced with herds, as well as being trampled. High resistance stat also increases your chances of getting multiple seed bags from harvesting only, yet at the same time it also reduces the rate at which the plant successfully cross-breeds with others. Increase stats [editing | edit the source] to increase your plant statistics, scan your seed bag with Cropnalyzer 4 times each to learn your stats and plant the best ones, while throwing away the ones with fewer stats. Cross-breed them when they are fully grown and scan those seeds, replacing parent plants every time you have a better seed. Over time this will hit you you want. The faster means to achieve this is the Cross-Race Stickreed, which has the fastest growth rate. When you hit you want, simply cross-breed those Stickreed with your chosen plant. You can also try to make more products attached to a single cross breeding square and increase the resulting statistics, though this requires a somewhat larger field to be used and therefore more products are lost if a weed is inadvertently allowed to grow. What to Cross-Breed[| edit source] It is important to note that there is an element of randomness to cross-breeding, therefore some You may find that certain combinations are best for them. Getting any kind of cross breed that differs from mother plants is time-consuming in itself, so it is recommended to have a large farm for this purpose. It is best to cross-breed the plant you first get before removing it, as you are not guaranteed to get a bag of seeds, however likely it is. Flowers [Editing Source] If you want to get flowers (Blackthorn, Cyazint, Dandelion, Rose or Tulip), it is recommended to cross-breed both flowers together. For Venomilia, however, the combination would be better than two tulips, as Venomilia has tulips as one of its keywords. Wheat [Editing | Edit Source] Wheat is really easy to get by normally planting seeds from long grass, but in case you have high-hit plants and want to cross-breed them for wheat and now wheat doesn't, then you can cross-breed two melons or two reids. Straw [Edit | Edit Source] Intended that you may be playing on a survival map without any sugarcane, I recommend that you cross-breed two wheats together to get this plant. Pumpkin [Edit | Edit Source] To get pumpkins you can cross-breed two melons. If you don't have melon, two wheats are substitutes. Melon[edit | edit source] to get melon you can cross-breed two wheats together. Cocoa[editing] to get cocoa you can cross-breed two melons together. Stickreed[edit | edit source] Stickreed is the first plant to trouble most people. To get this plant you can cross-breed the two reids together. Due to its identical appearance for its first 3 stages of growth, Stickreed is often confused with Reid's fully grown. Hops[edit | edit source] To get Hops it is recommended to cross-breed two Nether Warts. If you don't have Nutter Warts, then Stickreed will be one of the few alternatives. If you are terra-devotional, it is recommended to cross race one of those with Stickreed to increase the chances of getting hops. Nether Wart[edit | edit source] To get Nether Wart it is recommended to cross-breed two Hops. It should be noted that Nether Wart taken from Nether Castle can be planted directly into empty crops, however in doing so the plant will have 1 for each of its statistics. An alternative is to cross-race the two Stickreed in the dark. Terra Wart[edit | edit source] To get Terra Wart it is recommended to cross-breed two Ferru, preferrably in the dark. If you don't take the swallow, then alternatives that would be less bad would be any combination between Lops and Nutter Earth. There is really no good combination for terra-devotion, but you can increase your chances by breeding cross-breeding in the dark that prevent flowers, wheat, and hops from growing. If you choose this method, make sure you don't get cross race with the tops, because it requires light for cross race. If you have none of the above, then cross-breed in the dark with Stickreed One of the only other alternatives is worth the effort. Ferru[edit | editing source] to get the recommended ferro into the cross breed of two Terra Warts. If you miss Terra Warth, then Stickreeds in the Dark would be a viable alternative. Redwheat[Edit | Edit Source] Because this plant needs light levels between 5-10 to grow, it is severely deprived to cross breed with any plant that needs light to grow, as you will need light levels of 9 or 10 in order to achieve success. For this reason, tops are not a good choice, because the tops and wheat will still grow, actually making things longer than using other plants. Instead it is recommended to race the cross-two Nutter Ark or two Aurelias together. Coffee[editing] to get coffee is recommended to breed mutual double or double aurelia together. Nutter Warts replaced until it grew in the dark. Aurelia[edit | edit source] To get Aurelia it is recommended to cross-breed two Ferru or two Coffee together. There's really nothing good in an alternative way here, being the highest row of the plant. Community content is available under CC-BY-SA unless otherwise noted. Mentioned.